Pull Request Preflight Checklist



Things to do before inviting others to your pull request (PR)

- 1. Run a spell-check on all the files you changed (Note: The built in spell check plugin for Sublime seems to skip docstrings for some reason).
- 2. Make sure you have docstrings for all namespaces and non-trivial defs/defns/defmacros.
- 3. Check the namespaces you touched to see if you can prune down the list of requires. Often during refactoring a require becomes unneeded but people forget to remove them.
- 4. Check your indentation and line-length (100 column limit). (cmd+I in sublime to auto-indent).
- 5. Look for stray comment blocks, capture/reveals, or printlns.
- 6. Make sure you have added documentation (api_docs.md or README.md) for any new features or updated old documentation for any changed features. Look for old curl examples that may be outdated.
- 7. Check for any overly-long or complicated functions. Can these be broken up to improve readability?
- 8. Look through your code and verify that you are using idiomatic Clojure. See the Clojure Style Guide.
- 9. Add comments in places where it will help reader comprehension or to explain why you made certain choices. Do this sparingly try to write comprehensible code instead.
- 10. Check to make sure your tests have good coverage. Have you checked all the edge cases? Try to think of any you may have missed.
- 11. Are your tests well structured and do they follow current practices (are/are2, etc.).
- 12. Before pushing your branch, do a final test run.
 - a. If you touched Metadata DB run all tests using the external database. If you touched anything to do with message passing, run all tests with Rabbit MQ.
- 13. Open a PR in Stash but don't invite anyone to review it yet. Spend some time looking over the diffs. Try to review your changes the same way you would review someone else's. It might be useful to take a break first.

You may want to do Step 13 earlier and use the diff views in Stash to help with steps 2-11.

Now invite others to review your PR.